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SILVER 199 RANGE

COMMODORE 64/128

arcade Classics

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SPACE INVADERS

ASTEROIDS

SNAKES

FIREBIRD

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*Correct at time of printing

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ARCADE CLASSICS

1987 UBIK

THE GAME
Re-live those great moments of arcade hysteria with these four great blasts from the past. Remember Space Invaders? Well, those crafty aliens are ready to challenge you again. The Snakes are still hungry and are not particularly fussy about what they eat, be it food or the other snake! Transport yourself back to the Asteroid belt and zap those asteroids before you are smashed by them. Dare you take up the challenge of the deadly duel of Space Wars? Well this and the other great challenges from the halcyon days of the arcades are available on this astounding compilation.

LOADING
COMMODORE 64 OWNERS
1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the rewound cassette into the cassette unit, and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore
COMMODORE 128 OWNERS
1. Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMODORE key.
2. Now follow the instructions for Commodore 64 owners above.
NOTE: Full loading instructions can be found in your Commodore Manual.

PLAYING THE GAME
To select a game, move the joystick to the desired game and press RETURN
To return to the menu, press RESTORE.

Space Invaders
A=Left D=Right Return=Fire
Move your defending craft left and right to avoid the invading aliens and shoot them into oblivion as quickly as possible before they destroy you.

Asteroids
Rotate left=Z Rotate Right=X Thrust=Shift Hyperspace=Space Fire=Return
Your Thracian fighter craft is entrapped by the interplanetary asteroid belt between Sirius 5 and Sirius 6. The only way through is to blast the speeding debris into oblivion and avoid the shattered fragments of rock as you go. As a last resort the hyperspace facility will transport you to another location within your spacial zone. As the colossal asteroids speed past you, threatening your Thracian fighter craft, one mistake can cost you your life. This is truely a game of skill and split second timing!

Snakes
Left-Right=Choose time limit Q=Up Z=Down I=Left P=Right
Eating food makes you grow longer. You can eat the last half of the other player's tail. To trap the opposing player scores you 20 points while eating food scores you 1-9 points.

Space War
Joystick and/or keyboard controls.
Select difficulty by moving joystick left or right to selected function, or pressing the Z and X keys. Select required option by pressing SPACE, To start the game, press RETURN

Keyboard Controls
Z=Left X=Right Right Shift=Thrust Return=Fire
Pit your wits against your opponent with 1 player on a joystick connected to Port 1 of your Commodore and the other player using the keyboard controls. Avoid the ememy missiles and try to stop your ship from crashing into the planet.